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PAPER 120

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ATARI

More Jackintosh Adventures

by Fred Hatfield

Bitmap Memory Dumps

Dumping Jackintosh's memory is one way to find out about the system operation. However, the 520ST is a "new" type of computer -- considerably different from what has gone before. Instead of being "text" oriented, the Jackintosh is part of a breed known as "bit-mapped". "Bit-mapped" is a fancy way of saying that the screen display is controlled by individual pixels with representation in memory. In other words, for every pixel on the screen

display, there is a corresponding bit in memory that can be "on" or "off." (For simplicity, we'll skip the color concept at the moment.)

If you think about it, that means that any text to be displayed has to be represented by such "bit patterns" in memory, i.e., the letters A, B, C, E, etc. Each will have to be stored in memory and moved to the screen display area as needed. This also means that if you know where the bit patterns are stored, it would be possible to substitute another "typeface" for the existing one. In fact, it would be possible to

have a number of substitute typefaces that you could select at will.

Here are two programs that will display bitmap patterns on an EPSON printer. The first one (IDUMP for "Icon Dump") (on page 143) will display se-

quential memory locations so that you can locate icons. The second program (FDUMP for "Font Dump") (on page 58) will display "interlaced" memory strips to show you the construction of a font. "Interlaced memory strips" will be

explained later in this article.

Icon See You're Interested

IDUMP has its count controls set for a 32x32 bitmap matrix. This is the most

continued on page 58

Atari Help

by Jeff Brenner

Q. The August 1984 issue of *Computer Shopper* included a program for alphabetizing words and then storing and retrieving these words. This program has turned out to be very handy. Is there a way to delete words from the alphabetized list?

*John M. Hirsch
Normal, IL*

A. There are two easy ways to delete an entry from an alphabetized list. Consider the following string, which represents five words A, B, C, D and E;

WORDS\$ = "ABCDE"

Each "word" has its own position in the string; "A" is in position 1, "B" is in position 2, and so forth. Deleting an entry is then a simple matter if you are familiar with the way Atari BASIC handles strings. If you wanted to delete the "B" entry above, for example, the following command would do the trick:

LET

WORDS\$(2) = WORDS\$(3,5)
This tells the computer to place in position 2 (where the "B" resides) the entries in positions 3 through 5. Thus, WORDS\$ now contains:

"ACDE"

The "B" has been deleted.

A similar procedure can be used to delete an entry in August's alphabetizing program. For example, to delete entry number X, use the following:

LET WORDS\$(X*20-19) =
WORDS\$(X*20+1,LEN(Words\$)).

A more creative technique for deleting an entry in an alphabetized list is to assign the entry to be deleted a string such as "ZZZZZZZZZZ." When the words are re-alphabetized, the entry with the Z's will be sorted to the bottom of the list where it can be conveniently ignored or discarded.

Q. I am interested in finding any information concerning the ability of expanding the memory on my 800XL Atari. It would be greatly appreciated if you could tell me if this is possible and, if so, who I may purchase these components from to further the use of my system.

*Andrew Leo Eddings
Alabaster, AL*

A. Over a year ago I recall that Axlon and one other company had been manufacturing a 128K memory expansion for the 800 (although this would not necessarily be compatible with the XL). The extra memory was accessed through bank switching of a 4K address area. I haven't heard anything about it since then, although I can tell you that it would not be compatible with the DOS 2.5 RAMDISK for the 130XE. If any readers produce or know of a 128K memory expansion currently available for the 800XL. Please write and tell us.

continued on page 148

Applying The Atari

by Jeff Brenner

Yes, we've made it to 1986, and what could be a more appropriate way to start the year than with a computerized appointment calendar program? With Pace, the Personal Appointment Calendar & Editor, you'll never have an excuse for missing an appointment again. This month we'll also read some reader mail, look back on 1985, and get a glimpse of some Halley's Comet software available for the Atari.

Retrospect

Surely, 1985 will be remembered for both the Atari ST and the Commodore Amiga, regardless of how well each has sold during this holiday season. As I write this column in November, everybody is talking about the amazing capabilities of the Amiga. Even A.N.A.L.O.G. has acknowledged that many Atari-users consider the Amiga to be the real next-generation Atari machine. For those less interested in the Amiga's graphics and sound capabilities, however, most would agree that the Atari 520ST offers comparable performance at a much more affordable price. Maybe everybody should buy both machines. Or, how about neither. Many computer-users dislike the notion of upgrading to a new computer when the industry tells them to; i.e. "now's the time to dump that 8-bit antique and get a Mac-like machine." Many 8-bit Atari owners have put a significant investment in their machines in software and hardware, and are less than thrilled about starting over from scratch with a brand new system.

One thing is for certain, though. The prices for soft-



Photo 1

ware and hardware for the 8-bit line have dropped considerably. Many Atari users have finally been able to expand to fully-equipped Atari systems with disk drives, modems, and more versatile printers. The lower disk drive prices have made the cassette-based Atari system almost extinct.

Well, by 1986 you'll know the score. I'm still hoping to see a true 32-bit, multi-megabyte machine from Atari--maybe they could add some Amiga-rivalling graphics and sound effects while they're at it. We'll have to wait and see what 1986 brings.

Reader Mail

Q. I purchased the first issue ever of *Computer Shopper* in September and came across your Response Analysis Program (9/85, page 59), which I spent 3 and 1/2 hours typing in. I was intrigued with this program and looked forward to demonstrating it to friends and relatives to show that computers can be programmed to simulate artificial intelligence.

After keying it in, it did not work properly. Enclosed I give you a printout showing an example of the responses I get.

The program only responds with the statements contained in the last few lines, i.e. 5580 to 5587. It does not pick up on the key words the way it is supposed to. Any suggestions?

*H. G. Wittenberg
Toronto, Ont. Canada*

A. The printout that H.G. Wittenberg sent me was quite humorous and a portion of it follows:

>I WANT TO TALK ABOUT
WORK
RAP: EXPLAIN FURTHER

>WORK - YOU KNOW -
WHERE ONE GOES TO
EARN MONEY
RAP: AND WHAT DO YOU
THINK ABOUT THAT?

>I THINK WORK IS
NECESSARY AND
ENOBLING
RAP: I DON'T
UNDERSTAND

>WELL, YOU ARE NOT
PICKING UP THE KEY
WORD WORK!
RAP: WHAT ELSE SHOULD
I KNOW?

continued on page 58

**Applying The Atari
continued from page 57**

>YOU ARE MAKING ME ANGRY
RAP: YOU SEEM UNCOMFORTABLE WITH THIS TOPIC!

>NO, I AM ANGRY AND MAD THAT YOU DO NOT PICK UP THE KEY WORDS
RAP: TELL ME MORE.

>LOOK UP DATA STATEMENT IN LINE 1280--THAT'S WHERE YOU FIND ANGRY, MAD
RAP: THAT IS INTERESTING--GO ON.

>YOU ARE SUPPOSED TO COME UP WITH RESPONSE IN LINES 5390-5392!
RAP: LET'S HEAR ALL ABOUT IT!

While it may seem that RAP is putting up a good fight with H. Wittenberg, RAP is answering only with its dummy responses, such as "AND WHAT DO YOU THINK ABOUT THAT?" and "TELL ME MORE."

The Response Analysis Program as listed in the September 1985 column, has been thoroughly tested on an Atari 800, 800XL, and 130XE, and will work perfectly if it has been entered correctly. The cause of H. Wittenberg's problem is most definitely a typing error. However, a TRAP statement in the program makes it difficult to spot errors since a faul-

ty program will still run without error messages; the program is directed to give a dummy response whenever an error occurs in the program. Therefore, readers who are not getting proper responses from RAP, should change the TRAP 1190 on line 650 to a TRAP 40000. This disables the trap command and will let the program stop executing when an error occurs.

The best way to check RAP is to type in some lines from the sample conversation provided on page 59 of September's issue. For example, if you type:

I'M CHECKING TO SEE IF YOU WORK PROPERLY.

RAP should give a response such as:

FOR HOW LONG HAVE YOU BEEN CHECKING TO SEE IF I WORK PROPERLY.

If you enter H. Wittenberg's statement, "I WANT TO TALK ABOUT WORK," a properly entered RAP will respond with a response such as:

DO YOU KNOW MANY PEOPLE WHO ENJOY THEIR JOBS?

As I have stressed in the past, the best insurance against typing errors when entering programs from this column is the Program Perfect utility, which uses the three-letter codes preceding each program line to verify lines as they are entered

into the computer. See April's column (1985) for a listing of Program Perfect (the instructions are printed in May's column), or readers can purchase a Program Perfect diskette with documentation (see the end of this article).

Q. Regarding the small print in the manual supplied by Optimized Systems Software for their Basic XE cartridge (and presumably for their other products as well). It seems I, with overworked and less than perfect eyesight, trustingly ordered Basic XE by mail. Now, I have no gripe with the product. A recently published benchmark sort took nine minutes on my 130XE. When I plugged in the Basic XE cartridge, just to see what would happen (since I can't read the tiny print in their manual) the same exact benchmark ran in 3:30 flat. This is clearly a powerful product but, alas, I may never get full use of it, despite having paid full price. Oh, I know I could have gotten a refund. That's not the point. I want everything this product can do for me--the full capability I paid for. So, I wrote a strong gripe on the warranty form when I sent it in. The response from OSS to date has been a big round zilch. Ironically, they have other products I'd like and can afford to buy. Will I? Will you?

I've spent many years in marketing and advertising and there's a moral here. The smart marketers today know that it's

not enough merely to make the initial sale of complex hardware, software or firmware products. You must support (and keep on selling) every customer after the sale if you want to build your company. The only practical way to do that for sales that doesn't amount to big bucks is by providing manuals that are practical, understandable and readable. In fact, good manuals are powerful marketing tools for high-tech products. We get them from Synapse, from Datasoft and others. Even the tiny "one guy and a bright idea" operators are putting out documentation that's readable, even if they don't spell too well.

Unfortunately, OSS saw a chance to save a few bucks on printing and paper; a decision that may be good finance but is lousy marketing. It cheats every customer who doesn't have the eyes of an eagle. So, watch yourselves, all near-sighted hackers. Caveat emptor is alive and well in the marketplace.

Roy Hutchins
Rochester, NY

A. I'm well aware of how annoying small print can be, even for those of us with the best eyesight, as I have received numerous letters about the small size of the program listings in this column. I can imagine that this would be even more frustrating when one pays good money for a commercial software product from a respectable company such as

Optimized Systems Software. But perhaps an even more serious problem lies with the manufacturers that print manuals that are legible, but make no sense to the average computer user. This is seen frequently in the computer industry with companies that let their programmers and engineers write the manuals, instead of hiring a professional writer. Even worse are the companies that do not provide enough documentation, or none at all. Such was the case for a long time with Atari's XL computers. The machines came with a little booklet that gave instructions for setting up the machine and disk drives--a far cry from the reference manual and BASIC book that were included with my original Atari 800 several years ago. Now Atari is including a much more substantial 130-page booklet and hopefully other companies, such as OSS, will move in this direction, for their own good as well as for their customers'.

RAP Intelligence Expansion

October's (1985) column contained instructions for adding your own keywords and responses to RAP. For those readers who still want to teach RAP some new tricks, I have put together over 30 more keywords and more than 100 additional responses. I don't have space to print it in the column, but the "Intelligence Expansion

continued on page 147

**Jackintosh
continued from page 57**

popular configuration for icons, although not the only one. In my previous efforts of examining memory, I located some of the icons used on the opening display screen. Enter the listing for IDUMP and run it starting at memory location 121370 decimal. The command should resemble the following:

IDUMP 121370

During execution, you will see the file drawer, file folder, trash can, program icon, and data icon. Notice that each icon has a "mask" preceding the icon which is used as a background to prevent the icon from merging with the screen color and "disappearing." Each line on the printout is preceded by its memory address. The "O" bits are represented by an under (—) for reference purposes. Since this program is only a skeleton, further refinements can be added to make it more useful. For example, instead of using the underline character, you could use a capital "L," which

```

FDUMP Program

TO PARSE :A
MAKE "B .EXAMINE :A
MAKE "C1 INT (:B / 16)
MAKE "C2 :B - (16 * :C1)
BREAKUP :C1
BREAKUP :C2
END
TO BREAKUP :CX
IF (:CX = 0) [RUN :GRO GO "Z]
IF (:CX = 1) [RUN :GR1 GO "Z]
IF (:CX = 2) [RUN :GR2 GO "Z]
IF (:CX = 3) [RUN :GR3 GO "Z]
IF (:CX = 4) [RUN :GR4 GO "Z]
IF (:CX = 5) [RUN :GR5 GO "Z]
IF (:CX = 6) [RUN :GR6 GO "Z]
IF (:CX = 7) [RUN :GR7 GO "Z]
IF (:CX = 8) [RUN :GR8 GO "Z]
IF (:CX = 9) [RUN :GR9 GO "Z]
IF (:CX = 10) [RUN :GR10 GO "Z]
IF (:CX = 11) [RUN :GR11 GO "Z]
IF (:CX = 12) [RUN :GR12 GO "Z]
IF (:CX = 13) [RUN :GR13 GO "Z]
IF (:CX = 14) [RUN :GR14 GO "Z]
IF (:CX = 15) [RUN :GR15 GO "Z]
LABEL "Z
END
TO DGR0
MAKE "GRO [TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 95]
END
TO DGR1
MAKE "GR1 [TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 223]
END
TO DGR2
MAKE "GR2 [TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 95]
END
TO DGR3
MAKE "GR3 [TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 223]
END
TO DGR4
MAKE "GR4 [TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 95]
END
TO DGR5
MAKE "GR5 [TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 223]
END
TO DGR6
MAKE "GR6 [TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 95]
END
TO DGR7
MAKE "GR7 [TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 223]
END

TO DGR8
MAKE "GR8 [TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 95]
END
TO DGR9
MAKE "GR9 [TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 223]
END

TO DGR10
MAKE "GR10 [TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 95]
END
TO DGR11
MAKE "GR11 [TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 223]
END

TO DGR12
MAKE "GR12 [TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 95]
END

TO DGR13
MAKE "GR13 [TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 223]
END

TO DGR14
MAKE "GR14 [TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 95]
END

TO DGR15
MAKE "GR15 [TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 223]
END

TO INITDMP
DGR0 DGR1 DGR2 DGR3 DGR4 DGR5 DGR6 DGR7 DGR8
DGR9 DGR10 DGR11 DGR12 DGR13 DGR14 DGR15
END

TO FDUMP :A
MAKE "D :A
MAKE "LCNT 16
LABEL "FD2
IF (:LCNT = 0) [GO "FD4]
PARSE :A
MAKE "C :A
LABEL "ID2
IF (:C = 0) [GO "ID4]
PARSE :A
MAKE "C :A
LABEL "ID4
PRINT :C
MAKE "A :C + 256
MAKE "LCNT :LCNT - 1
GO "FD2
LABEL "FD4
PRINT :C
MAKE "A :D + B
FDUMP :A
END

```

Program continued on page 144

continued on page 143

Jackintosh

continued from page 58
would give a more definite pixel representation.

The printer representation for a "1" is a filled character cell (decimal 95). Since the proportions on the printer are different than that of the screen, the icons will be extended vertically. This is not a handicap, since it allows more room for referencing individual bits and allows closer examination of bit-mapped techniques.

IDUMP Program

```

TO PARSE :A
MAKE "B .EXAMINE :A
MAKE "C1 INT (:B / 16)
MAKE "C2 :B - (16 * :C1)
BREAKUP :C1
BREAKUP :C2
END

TO BREAKUP :CX
IF (:CX = 0) [RUN :GRO GO "Z]
IF (:CX = 1) [RUN :GR1 GO "Z]
IF (:CX = 2) [RUN :GR2 GO "Z]
IF (:CX = 3) [RUN :GR3 GO "Z]
IF (:CX = 4) [RUN :GR4 GO "Z]
IF (:CX = 5) [RUN :GR5 GO "Z]
IF (:CX = 6) [RUN :GR6 GO "Z]
IF (:CX = 7) [RUN :GR7 GO "Z]
IF (:CX = 8) [RUN :GR8 GO "Z]
IF (:CX = 9) [RUN :GR9 GO "Z]
IF (:CX = 10) [RUN :GR10 GO "Z]
IF (:CX = 11) [RUN :GR11 GO "Z]
IF (:CX = 12) [RUN :GR12 GO "Z]
IF (:CX = 13) [RUN :GR13 GO "Z]
IF (:CX = 14) [RUN :GR14 GO "Z]
IF (:CX = 15) [RUN :GR15 GO "Z]
LABEL "Z
END

TO DGR0
MAKE "GRO [TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 95]
END

TO DGR1
MAKE "GR1 [TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 223]
END

TO DGR2
MAKE "GR2 [TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 95]
END

TO DGR3
MAKE "GR3 [TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 223]
END

TO DGR4
MAKE "GR4 [TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 95]
END

TO DGR5
MAKE "GR5 [TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 223]
END

TO DGR6
MAKE "GR6 [TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 95]
END

TO DGR7
MAKE "GR7 [TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 223]
END

TO DGR8
MAKE "GR8 [TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 95]
END

TO DGR9
MAKE "GR9 [TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 95 TYPE CHAR 223]
END

TO DGR10
MAKE "GR10 [TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 95]
END

TO DGR11
MAKE "GR11 [TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 223 TYPE CHAR 223]
END

TO DGR12
MAKE "GR12 [TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 95]
END

TO DGR13
MAKE "GR13 [TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 95 TYPE CHAR 223]
END

TO DGR14
MAKE "GR14 [TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 95]
END

TO DGR15
MAKE "GR15 [TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 223 TYPE CHAR 223]
END

TO INITDMP
DGR0 DGR1 DGR2 DGR3 DGR4 DGR5 DGR6 DGR7 DGR8
DGR9 DGR10 DGR11 DGR12 DGR13 DGR14 DGR15
END

TO IDUMP :A
MAKE "CNT 4
TYPE :A
LABEL "ID2
IF (:CNT = 0) [GO "ID4]
PARSE :A
MAKE "CNT :CNT - 1
MAKE "A :A + 1
GO "ID2
LABEL "ID4
PRINT :A
IDUMP :A
END

```

Bit-Mapping The System Font

The second program, FDUMP is set up to dump the standard 8x16 system font that starts at memory location 101027 decimal. Notice that the font is arranged in memory strips of 16 groups. Each group consists of a "scan line" of 8 bits representing a horizontal portion of a character. If we look at the top scan line in sequence, it would be each 8 bits across the top of the entire ASCII character set. When we

reach the end of the first 8 bits of the top line, we return to the next scan line start address, (101027 + 256 = 101283) and there we can scan the next group of 8 bits just below the top line of the previous scan.

Since the paper we print on is only 8" wide, we can't print the entire top line scan of all 256 characters, so we divide it into 8 characters across the page. This means that we will print out the bitmap in sections of 64 bits across by 16 bits high. This works out to give us all 255 characters in sequence in a display that will be sensible and useful. (I hope!).

Note that this is set up for the 8x16 character set. If you wish to dump an 8x8, you will have to modify the program control counts suitably.

Interestingly enough, examination of the print outs show that you could still use only every other line of an 8x16 character set and still have a readable character set.

Comments

Type the Logo programs in as shown. Make sure that all typographical errors are resolved and then save them as "IDUMP.LOG" and "FDUMP.LOG."

When preparing to execute, be sure to run "INITDMP" first so that all the variables will have been defined before they are used.

If you want a darker copy on the Epson printer, precede your dump command with: TYPE CHAR 27 PRINT CHAR 71. This command makes the Epson double print everything so that you get a darker copy. Remember that the double print command will stay in effect until you send a new command or until you turn the printer power off and then on. Don't forget to send the COPYON command before you start your dump.

Bit map dumps can locate interesting patterns in memory and aid in troubleshooting. They also provide an archival record of graphics, icons, and

font designs. If you have any ideas or comments, please send them to me at: Fred Hatfield, Box 52466, New Orleans, LA 70152.

IDUMP

```

?IDUMP 121370
121370
121374
121378
121382
121386
121390
121394
121398
121402
121406
121410
121414
121418
121422
121426
121430
121434
121438
121442
121446
121450
121454
121458
121462
121466
121470
121474
121478
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121698
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121710
121714
121718
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121726
121730
121734
121738
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121750
121754
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101586
101842
102098
102354
102610
102866
103122
103378
103634
103890
104146
104402
104658
104914

101082
101338
101594
101850
102106
102362
102618
102874
103130
103386
103642
103898
104154
104410
104666
104922

101090
101346
101602
101858
102114
102370
102626
102882
103138
103394
103650
103906
104162
104418
104674
104930

101098
101354
101610
101866
102122
102378
102634
102890
103146
103402
103658
103914
104170
104426
104682
104938

101106
101362
101618
101874
102130
102386
102642
102898
103154
103410
103666
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Q. I recently purchased a Percom disk for my Atari 800XL because of an article in the June 1983 issue of *Creative Computing* (pp. 114-116). However, the two Percom manuals refer only to the TI 99/4A. Will this drive work with my Atari 800XL?

Paul T. Johnson
Ellenville, NY

A. Unless you know of an electronics engineer who owes

you a lot of favors, you're going to have a rough time trying to get a TI 99/4A Percom to work with the Atari. If you can somehow return the drive to where you purchased it, do so. I don't think you can still get an Atari Percom drive, but you may want to consider an Atari 1050 disk drive. Prices on this disk drive have dropped greatly in recent months.

Q. Do you know what's involved hooking up my Atari 130XE to my shortwave communications-receiver to

decode morse on-line?

Robert Harren
Pueblo, CO

A. I suggest you contact Cantronics (1202 E. 23rd Street, Lawrence, KS 66044). I am told that this company sells various Atari-compatible interfaces and software for shortwave communications. Good luck.

Q. Thanks for the keyboard programs (latest version in November 1985 *Computer Shopper*, page 180). How can I change the program to make it operate with joystick port #2 instead of #1?

Donald Parsons
Delmar, NY

A. The following lines can be changed to read from joystick port 2 instead of port 1:

80 DATA 92,228,174,133,2,240,5,202
90 DATA 134,204,240,40,174,121,2,228
120 DATA 204,134,206,230,205,173,115,2

Address Atari-related questions to: Jeff Brenner, "Atari Help" c/o *Computer Shopper*, P.O. Box F, Titusville, FL 32781-9990.

MacUniverse continued from page 94

(period) sequence to select text from the insertion point to the bottom of a document. This causes an emergency exit from the program;

2. **MULTIPLAN:** In Multiplan versions 1.02 and earlier, if the information stored in the clipboard is greater than 50 cells, and you see the message "Save Formatted/Unformatted Values," paste them into the Scrapbook before trying to paste into another application. Clipboards storing more than 50 cells will not transfer to the other application; and

3. **CHART:** When using Chart with Switcher, make it the first application that is installed. If you do not, arrows on charts may not appear in their correct positions.

BOOKS: Your Universe Master recently received two books that can be recommended; Clapp, *Doug Clapp's Jazz Book*; *The Quintessential Guide to Mastering Jazz on Your Macintosh* and Aker, *MicroSoft Basic Programming for the Mac*. Both are publish-

ed by Scott, Foresman and company and cost \$17.95.

Clapp's book is merely an introduction to using Jazz; not a Jazz encyclopedia. This book should be read by anyone thinking about buying Jazz. It will provide the reader with an overview of the program's capabilities and help the novice user get started. If you already have Jazz or are a computer whiz, save your money by not buying this book.

Aker's book is similarly limited. As stated in the introduction "whether you are new to BASIC or new to the Macintosh or new to both, this guide is meant for you." All the important concepts of MicroSoft BASIC are covered along with short programs illustrating each idea. The only caveat with this book is that your Universe Master does not know how current it is. Microsoft will shortly release version 2.01 of BASIC. If that version is as different from version 2.0 as 2.0 was from 1.0, then the book is seriously outdated.

COMPUSERVE: This month's CompuServe pick is an arcade game called Social Climber. The goal of the game is to transverse a level of seven floors within a limited time period without being hit by a moving elevator. Every time one level is transversed another level appears. The higher the level, the faster the elevators move and the less time you have to transverse it.

Social Climber is shareware and you are encouraged to send a small monetary token to the developer, CSI Design Group. Social Climber is found in DL5 of CompuServe MAUG SIG under the file name SCLIMB.BIN.

continued on page 160

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